



WEAPONS

WEAPONS	PRICE	MAGE	BARD	FIGHTER	DRUID	TINKER	PALADIN	RANGER	SHEPHERD
Hands	0 GP	●	●	●	●	●	●	●	●
Staff	20 GP	●	●	●	●	●	●	●	●
Dagger	2 GP	●	●	●	●	●	●	●	●
Sling	25 GP	●	●	●	●	●	●	●	●
Mace	100 GP	×	●	●	●	●	●	●	●
Axe	225 GP	×	●	●	×	●	●	●	●
Sword	300 GP	×	●	●	×	●	●	●	●
Bow	250 GP	×	●	●	●	●	●	●	×
Crossbow	600 GP	×	●	●	●	●	●	●	×
Flaming Oil	5 GP	●	●	●	●	●	●	●	●
Halberd	100 GP	×	×	●	×	●	●	×	×
Magic Axe	1500 GP	×	×	×	×	●	●	×	×
Magic Sword	2500 GP	×	×	●	×	●	●	●	×
Magic Bow	2000 GP	×	●	×	●	●	●	●	×
Magic Wand	500 GP	●	●	×	●	×	×	×	×



ARMOR

ARMOR	PRICE	MAGE	BARD	FIGHTER	DRUID	TINKER	PALADIN	RANGER	SHEPHERD
Skin	0 GP	●	●	●	●	●	●	●	●
Cloth	50 GP	●	●	●	●	●	●	●	●
Leather	200 GP	×	●	●	●	●	●	●	●
Chain Mail	600 GP	×	×	●	×	●	●	×	×
Plate	2000 GP	×	×	●	×	●	●	×	×
Magic Chain	4000 GP	×	×	●	×	×	●	×	×
Magic Plate	7000 GP	×	×	×	×	×	●	×	×

REAGENTS

	SULFUROUS ASH	GINSENG	GARLIC	SPIDER SILK	BLOOD MOSS	BLACK PEARL
MOONGLOW	2GP	5GP	6GP	3GP	6GP	9GP
SKARA BRAE	2GP	4GP	9GP	6GP	4GP	8GP
PAWS	3GP	4GP	2GP	9GP	6GP	7GP
???	6GP	7GP	9GP	9GP	9GP	1GP

RECIPES

Magic Spell	M. P.	Reagents
Awaken	5	B, C
Blink	15	D, E
Cure	5	B, C
Dispel	20	A, C, F
Energy Field	10	A, C, F
Fireball	15	A, F
Gate Travel	40	?????
Heal	10	B, D
Iceball	20	F, H
Jinx	30	F, G, H
Kill	25	T, G
Light	5	A
Map: Missile	5	A, F
Negative	20	A, C, H
Open	5	A, E
Protection	15	A, B, C
Quickness	20	?????
Resurrect	45	?????
Sleep	15	B, D
Tic Tac	30	A, E, H
Unbind	15	?????
View	15	G, H
Wind Change	10	A, E
Exit	15	A, D, E
Up	10	D, E
Down	5	D, E

A-----Sulfurous Ash
 B-----Ginseng
 C-----Garlic
 D-----Spider Silk
 E-----Blood Moss
 F-----Black Pearl
 G-----Nightshade
 H-----Mandrake Root

*M.P.= Magic Power

